

## Magic-User

**Prime Attributes:** Intelligence 15+ (+10% xp)

**Minimum Stats:** None

**Armor/Shield Permitted:** None

**Weapons Permitted:** Dagger, staff, and darts

**Race:** Human

**Alignment:** Any

Level	XP	HD	ST	AB
1	0	1d4	15	0
2	2,500	2d4	14	0
3	5,000	3d4	13	0
4	10,000	4d4	12	+1
5	20,000	5d4	11	+1
6	35,000	6d4	10	+2
7	50,000	7d4	9	+2
8	75,000	8d4	8	+3
9	100,000	9d4	7	+3
10	200,000	10d4	6	+4
11	300,000	11d4	5	+5
12	400,000	+1 hp	5	+5
13	500,000	+1 hp	5	+5
14	600,000	+1 hp	5	+6
15	700,000	+1 hp	5	+6
16	800,000	+1 hp	5	+7
17	900,000	+1 hp	5	+7
18	1,000,000	+1 hp	5	+7
19	1,100,000	+1 hp	5	+7
20	1,200,000	+1 hp	5	+8

# Abilities

## Arcane Magic Spells per Level

Level	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-		
2	2	-	-	-	-	-	-		
3	3	1	-	-	-	-	-		
4	3	2	-	-	-	-	-		
5	4	2	1	-	-	-	-		
6	4	2	2		-	-	-		
7	4	3	2	1		-	-		
8	4	3	3	2		-	-		
9	4	3	3	2	1	-	-		
10	4	4	3	2	2	-	-		
11	4	4	4	3	3	-	-		
12	4	4	4	4	4	1	-		
13	5	5	5	4	4	2	-		
14	5	5	5	4	4	3	1		
15	5	5	5	5	4	4	2	-	-
16	5	5	5	5	5	5	2	1	-
17	6	6	6	5	5	5	2	2	-
18	6	6	6	6	6	5	2	2	1
19	7	7	7	6	6	6	3	2	2
20	7	7	7	7	7	7	3	3	2

**Spell Casting:** Unlike the Cleric, a Magic-User owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from this book, Magic-Users force selected spell formulae into their minds, “preparing” as many spells **per day** as the Magic-User can mentally sustain as the table above shows. A Magic-User with an intelligence of 15+ gains an additional 1<sup>st</sup> level spell to cast per day. Once a prepared spell is cast, it disappears from the Magic-User’s ability to cast, until it is prepared again. If a Magic-User finds scrolls of spells while adventuring, these spells can be added to the Magic-User’s spellbook.

**Knowing Spells:** A beginning Magic-User's spellbook contains as many of the eight basic first level spells as the character can **know**. Check each spell to see if the Magic-User can learn and know it, using the **Learn Spells** column on the table below.

*Intelligence Table*

Score	Max Spell Level	Learn Spell	Min/Max # of spells that can be understandable per level	Bonus 1 <sup>st</sup> level spell
3-7	4	30%	2/4	No
8	5	40%	3/5	No
9	5	45%	3/5	No
10	5	50%	4/6	No
11	6	50%	4/6	No
12	6	55%	4/6	No
13	7	65%	5/8	No
14	7	65%	5/8	No
15	8	75%	6/10	Yes
16	8	75%	6/10	Yes
17	9	85%	7/All	Yes
18	9	95%	8/All	Yes

Each time the magician gains a level (if the Referee permits) he or she may re-check the spells not understood before, to see if increased experience has granted new understanding – although the Maximum Number of Basic Spells Understandable (from the Intelligence Table) is still the upper limit. A Magic-User would also still need to find and copy these new spells into his or her spellbook. The same procedure applies to each higher spell level; a wizard must find the higher-level spells in dungeons or musty libraries and copy them into a spellbook, or trade copies with other Magic-Users. New and unusual spells outside the basic lists are not part of the “maximum number” of knowable spells, although they still require a roll to see if a Magic-User can understand one. (Such spells are rare and seldom traded.) New spells that a wizard researches and creates personally are also not subject to the maximum allowable number of regular spells.

**Saving Throw:** Magic-Users gain a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staffs.